



Sorcerer 1

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

STR
-1
9

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC)

INITIATIVE

SPEED

11

+1

25 ft.

SAVING THROWS

- 1 Strength Saves
- +1 Dexterity Saves
- +5 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- +4 Charisma Saves *
- * Prof. bonus added

DEX
+1
13

CON
+3
16

INT
+0
10

WIS
+1
12

CHA
+2
15

Armor Worn: none

HIT POINTS

9

HIT DICE

1d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft. *Hit:* 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +4 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Waiting for sign from deity. Lethargic nature.
- **Ideal:** Everything fits a cosmic plan.
- **Bond:** Urges others to become your students.
- **Flaw:** Scrawls notes on walls.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: battleaxe, dagger, dart, handaxe, light crossbow, quarterstaff, sling, throwing hammer, warhammer

Tools: brewer's supplies, herbalism kit

Saving Throws: Constitution, Charisma

Skills: Arcana, Intimidation, Medicine, Religion

Languages: Common, Dwarvish, Halfling

RACE

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 55 years old
- Medium Size (4' 4", 170 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (brewer's supplies)
- Stonecunning (stonework lore)

CLASS

Sorcerer Class Features [PHB p. 99]

- Wild Magic Surge (after casting spell, 1 in 20 chance of rolling on the effects table found on PHB p. 104)
- Tides Of Chaos (gain adv. on attack, ability or save roll once betw. long rests)

SORCERY

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Blade Ward, Dancing Lights, Fire Bolt, Prestidigitation*

Prepared Spells

1st Level (2 slots): *Magic Missile, Mage Armor*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 12 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 5 gold pieces (gp); 3 silver pieces (sp); 21 copper pieces (cp); 3 gems (worth 10 gp each)